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1 [Help design challenges in network computing](#)



Ben Gelernter

September 1998 **Proceedings of the 16th annual international conference on Computer documentation**

Publisher: ACM Press

Full text available: [pdf\(1.12 MB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: documentation, help, information architecture, network computing, network computing architecture, online help, thin clients, user assistance

2 [XML-enabled workflow management for e-services across heterogeneous platforms](#)

German Shegalov, Michael Gillmann, Gerhard Weikum

August 2001 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 10 Issue 1

Publisher: Springer-Verlag New York, Inc.

Full text available: [pdf\(662.54 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Advanced e-services require efficient, flexible, and easy-to-use workflow technology that integrates well with mainstream Internet technologies such as XML and Web servers. This paper discusses an XML-enabled architecture for distributed workflow management that is implemented in the latest version of our Mentor-lite prototype system. The key asset of this architecture is an XML mediator that handles the exchange of business and flow control data between workflow and business-object servers on t ...

Keywords: Business processes, Information system interoperability, Internet e-services, Workflow management, XML/XSL

3 [Content integration for e-business](#)



Michael Stonebraker, Joseph M. Hellerstein

May 2001 **ACM SIGMOD Record , Proceedings of the 2001 ACM SIGMOD international conference on Management of data SIGMOD '01**, Volume 30 Issue 2

Publisher: ACM Press

Full text available: [pdf\(75.79 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We define the problem of content integration for E-Business, and show how it differs in fundamental ways from traditional issues surrounding data integration, application integration, data warehousing and OLTP. Content integration includes catalog integration as a special case, but encompasses a broader set of applications and challenges. We explore the characteristics of

content integration and required services for any solution. In addition, we explore architectural alternatives and discuss ...

4 1a---Links and Navigation: The look of the link - concepts for the user interface of extended hyperlinks



Harald Weinreich, Hartmut Obendorf, Winfried Lamersdorf

September 2001 **Proceedings of the twelfth ACM conference on Hypertext and Hypermedia**

Publisher: ACM Press

Full text available: [pdf\(307.01 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The design of hypertext systems has been subject to intense research. Apparently, one topic was mostly neglected: how to visualize and interact with link markers.

This paper presents an overview of pragmatic historical approaches, and discusses problems evolving from sophisticated hypertext linking features. Blending the potential of an XLink-enhanced Web with old ideas and recent GUI techniques, a vision for browser link interfaces of the future is being developed. We hope to stimulate ...

Keywords: Web, XLink, distributed hypertext, link marker, user interface

5 Stateless programming as a motif for teaching computer science



Avi Cohen

December 2004 **Journal on Educational Resources in Computing (JERIC)**, Volume 4 Issue 4

Publisher: ACM Press

Full text available: [pdf\(186.59 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With the development of XML Web Services, the Internet could become an integral part of and the basis for teaching computer science and software engineering.

The approach has been applied to a university course for students studying introduction to computer science from the point of view of software development in a stateless, Internet environment. The feedback obtained from the course attests to its success.

This article is an attempt to focus attention on stateless ...

6 Software/modelware tutorials a: Credibility assessment: a collaborative evaluation environment for credibility assessment of modeling and simulation applications

Osman Balci, Robin J. Adams, David S. Myers, Richard E. Nance

December 2002 **Proceedings of the 34th conference on Winter simulation: exploring new frontiers**

Publisher: Winter Simulation Conference

Full text available: [pdf\(522.60 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Credibility assessment of modeling and simulation (M&S) applications is becoming increasingly more important as M&S applications are used more and more for complex system design evaluation, M&S-based acquisition, problem solving, military training, and critical decision making. M&S credibility assessment is a very complex process, involves the measurement and evaluation of hundreds of qualitative and quantitative elements, mandates subject matter expert evaluation, and requires the integration ...

7 Graphical and visual information I: Accessibility of graphics in technical documentation for the cognitive and visually impaired



Steve Murphy

September 2005 **Proceedings of the 23rd annual international conference on Design of communication: documenting & designing for pervasive information SIGDOC '05**

Publisher: ACM Press

Full text available: [pdf\(387.44 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With the U.S. government's new requirement for accessibility, companies such as IBM, are revising their method of selling products and solutions to ensure compliance. The delivery mechanism for information must be accessible to all users, including users with vision, hearing, motor, or cognitive disabilities. Users consume information from many different sources. An increasingly popular method of distributing information is using computers and the Internet. The Web houses volumes of documents and ...

Keywords: accessibility, cognitive impairment, diagramming techniques, diagrams, scalable vector graphics (SVG), screen captures, visual impairment

8 Synopsis - Books and Software: iTV handbook: technologies & standards



Eddie Schwalb

April 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 2

Publisher: ACM Press

Full text available: pdf(335.60 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Interactive television (iTV) is an evolutionary merging of digital TV and the internet. iTV technology offers new powerful ways for consumers to interact with content and service providers. In Europe, iTV has gained significant traction during the turn of the century. For example, about 500,000 viewers signed up for SkyDigital's email service during 2000. In another example, Nickelodeon's "Watch Your Own Week" voting application was available to SkyDigital viewers during Oct 22-27 2001. While on ...

Keywords: QuickTime, avi, broadcast, compression, digital tv, gif, interactive tv, internet, media streaming, mp3, network file system, zip

9 Posters & demos: DHTML accessibility: solving the JavaScript accessibility problem



Becky Gibson, Richard Schwerdtfeger

October 2005 **Proceedings of the 7th international ACM SIGACCESS conference on Computers and accessibility Assets '05**

Publisher: ACM Press

Full text available: pdf(152.61 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This project demonstrates fully keyboard accessible components on a web page working with a screen reader. By adding the appropriate semantic data to web components and having user agents translate this to the platform accessibility application programming interfaces, the user interface of a web site can be made fully accessible to keyboard only and vision impaired users. In addition, the web component interface will operate in the same manner as client application components.

Keywords: DHTML, HTML, JavaScript, accessibility

10 Columns: Surfing the net for software engineering notes



Mark Doernhoefer

September 2002 **ACM SIGSOFT Software Engineering Notes**, Volume 27 Issue 5

Publisher: ACM Press

Full text available: pdf(1.67 MB) Additional Information: [full citation](#)

11 P6: Just what they need, just when they need it: an introduction to embedded assistance



Andrea L. Ames

October 2001 **Proceedings of the 19th annual international conference on Computer documentation**

Publisher: ACM Press

Full text available: pdf(400.45 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Information-rich interfaces are proliferating right under our noses-both on the Web and on our desktops. As professional user advocates and technical communicators expert in designing information, we're in a key position to perform product-design roles as these interfaces are developed. To be fully prepared for this challenge, we must understand:

- The change from typical desktop software interface design
- Why traditional documentation deliverables, like help and printed manuals, are ...

Keywords: electronic performance support systems, embedded assistance, user assistance, user interface design

12 P1: Communicating effectively with interaction



Andrea L. Ames

October 2001 **Proceedings of the 19th annual international conference on Computer documentation**

Publisher: ACM Press

Full text available: pdf(579.41 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The ability to build interactions that support, enable, and improve communication is a valuable skill for help developers, Web-site designers, multimedia content developers, information-rich user interface designers-anyone who designs and develops information to be used online. This paper presents the basics of interaction design for information products and describes some basic underlying human factors and user-interface design principles.

Keywords: human factors, interaction design, user interface design

13 Recovery guarantees for Internet applications



Roger Barga, David Lomet, German Shegalov, Gerhard Weikum

August 2004 **ACM Transactions on Internet Technology (TOIT)**, Volume 4 Issue 3

Publisher: ACM Press

Full text available: pdf(997.52 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Internet-based e-services require application developers to deal explicitly with failures of the underlying software components, for example web servers, servlets, browser sessions, and so forth. This complicates application programming, and may expose failures to end users. This paper presents a framework for an application-independent infrastructure that provides recovery guarantees and masks almost all system failures, thus relieving the application programmer from having to deal with these f ...

Keywords: Exactly-once execution, application recovery, communication protocols, interaction contracts

14 CS265 web network and web site management development of a core course in the Internet technology minor curriculum

Kevin D. Hufford

April 2001 **Journal of Computing Sciences in Colleges , Proceedings of the sixth annual CCSC northeastern conference on The journal of computing in small colleges**, Volume 16 Issue 4

Publisher: Consortium for Computing Sciences in Colleges , Consortium for Computing Sciences in Colleges


Full text available: pdf(91.28 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Internet is rapidly expanding into the world of commerce and communication media. The students in many different college majors, including CS and CIS, have an increasing desire to learn more about the Internet and what, where, when, why and how it is used. The question that they have is "How can they get involved and learn about the Internet as it relates to their major field of interest. Our current college students are witnessing a phenomenal effort by organizations of all types (e.g., ...

15 Internet-centric computing in the Computer Science curriculum

 Timothy Hickey, Amruth Kumar, Linda Wilkens, Andrew Beiderman, Aparna Mahadev, Heidi Ellis
February 2002 **ACM SIGCSE Bulletin , Proceedings of the 33rd SIGCSE technical symposium
on Computer science education SIGCSE '02**, Volume 34 Issue 1

Publisher: ACM Press

Full text available:  pdf(155.78 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)


Computer Science as an academic discipline should be guided not only by the "state of the art", but also by the "state of the practice"[1]. Over the last few years, Internet/Web has been undeniably the most "high profile" practice of computing. Yet, Computer Science curricula across the country have not kept up with this development - not many schools are offering courses, concentrations and/or majors that identify the Internet/Web as the central principle, and address its issues and needs. In th ...

16 Internet-centric curriculum (panel session)

Amruth Kumar, Kevin Hufford, Joseph Bergin, Timothy Hickey

April 2001 **Journal of Computing Sciences in Colleges , Proceedings of the sixth annual
CCSC northeastern conference on The journal of computing in small colleges**,
Volume 16 Issue 4

Publisher: Consortium for Computing Sciences in Colleges , Consortium for Computing Sciences in Colleges

Full text available:  pdf(55.01 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

17 Internet computing in the computer science curriculum

Amruth Kumar, Kevin Hufford, Timothy Hickey, Joseph Bergin, Linda Wilkens

February 2002 **Journal of Computing Sciences in Colleges**, Volume 17 Issue 3

Publisher: Consortium for Computing Sciences in Colleges

Full text available:  pdf(20.60 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

18 HCI for Web-based development of interactive medical multimedia courseware - lessons
learned



Bill Janvier

April 2000 **ACM SIGBIO Newsletter**, Volume 20 Issue 1

Publisher: ACM Press

Full text available:  pdf(355.43 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

This is an industrial placement project, which aimed at implementing principles from Human Computer Interaction (HCI) to develop a usable interactive Web Site for the Central Manchester Healthcare NHS Trust. Some of the lessons learned from this experience are reported here in the article. This report starts with an appraisal of how learning develops to outline the components required in any learning package. The development life cycle has been outlined, starting with defining problem specificati ...

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